

SEGA

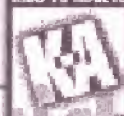
COMIX ZONE

GENESIS™

INSTRUCTION MANUAL



KIDS TO ADULTS



AGES 6+

EmuMovies

Artist's Profile



Name: *Sketch Turner*

Occupation: WRITER / ARTIST ON COMIX ZONE, FREELANCE ROCK MUSICIAN

Current residence: A WAREHOUSE STUDIO / LOFT KIND OF PLACE IN THE BOWERY (THAT'S IN NEW YORK CITY!)

My best friend: ROADKILL, MY PET RAT, WHO I SAVED FROM CERTAIN DOOM IN A GARBAGE TRUCK -- I LOVE THIS LITTLE CREEP!

When I'm not working, I like to: PLAY EAR-DISEASING GUITAR, MICROWAVE PIZZA, READ TRASHY SCI-FI NOVELS, PLAY SCNIC SPINBALL AND TRAIN ROADKILL -- I NEED A VACATION!

I'm most proud of: THE ISSUE OF COMIX ZONE I'M WORKING ON NOW, WHERE THE NEW WORLD EMPIRE FINALLY FACES MORTUS!

My main influence in creating Comix Zone: I KIND OF HAD THESE NIGHTMARES, SOME REALLY FRIGHTENING STUFF, AND I THOUGHT, "HEY, THIS WOULD MAKE A GREAT COMIC BOOK!"

Best/worst part of doing Comix Zone: HEARING FROM ALL THE FANS WHO DIG THE BOOK IS DEFINITELY THE BEST PART. THE WORST PART, I GUESS IS THAT SOMETIMES I GET THIS SCARY FEELING THAT THERE'S MORE TO COMIXZONE THAN IT SEEMS -- AS IF IT ALL WAS REALLY HAPPENING, LIKE IN ANOTHER DIMENSION OR SOMETHING. IT REALLY FREAKS ME OUT...

COMIX ZONE

NEW YORK CITY - THE DECEASED DISTRICT
A ROUTINE PATROL
WAS ENDED IN AN
ASSASSINATION ATTEMPT
ON GENERAL
LUISSA SVAN...

"HARD YER GROUND,
TOBOL! LET'S SHOW
THIS NIGHTMARE
A LEGON WHAT THE
"L.W.K.E." IS MADE
OF!"





ENTER AT THE PALACE HEADQUARTERS OF THE NEW WORLD EMPIRE...

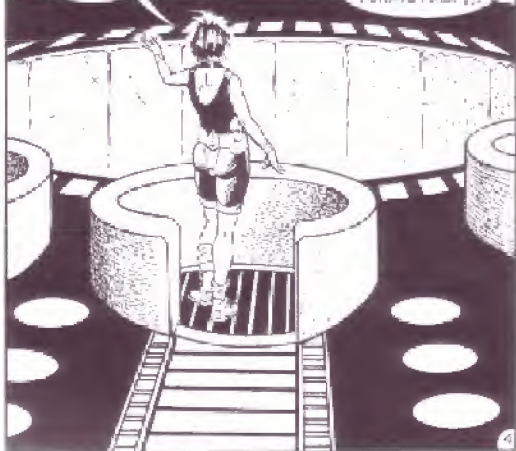
YER CRAZY! ALL I ASKIN FOR IS ONE MAN, AN YOU REFUSE TO ACT!



YOUR EMPEROR IS NOT CRAZY, GENERAL DYAN, HE MERELY STRIKES TO PRESERVE THE HARD-WON PEACE THAT QUINES LIKE THE SUN OVER OUR LANDS!

TOO BAD TOSOL'S NOT AROUND TO BASK IN YER HARD-WON PEACE.

NEED YUNK EMPEROR REMIND YOU AGAIN, GENERAL DYAN, GEOR UNFOR-TUNATE FIRST?



4



THE GREAT AND FEAR DISASTER OF 1936 HEAVILY DESTROYED ALL CIVILIZATION AS WE KNOW IT. THE SURVIVORS OF OUR WORLD ENGAGED IN FETTERED STRUGGLES AND BATTLES FOR I AND... FORTUNATELY, THE FATE'S CONSPIRED TO PRODUCE ONE SHANNY BEACON OF HOPE FOR THEM ALL, ONE MAN TO UNITE AND LEAD THE MASSES UNDER A FLAG OF PEACE, LOVE AND UNDERSTANDING...

KRAKA-T-HOOM

"HEAT"



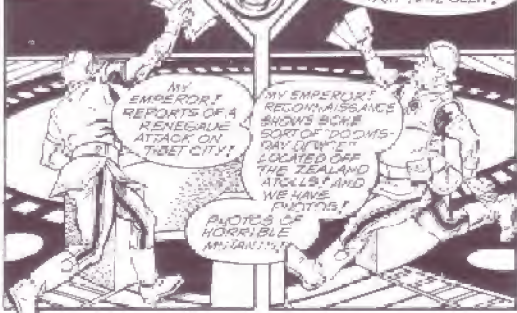
WHAT'S SO FUNNY ABOUT THAT??

IT'S FUNNY 'CAUSE I HAVE HEARD ALL THIS BEFORE! BUT THE JUNKY'S BECOM US UNLESS WE PUT THE MORTUS CREEP AND HIS WUNDERBAG SYNDICATE!

filmisid



AND I SUPPOSE THIS "LONE OPERATIVE" OF YOURS IS THE SOLUTION TO THE PROBLEM OF THE WARRIORS MORNING AND HIS "RENEGADES." "RENEGADES," THAT ONLY YOU AND YOUR UNFORTUNATE ASSISTANT HAVE SEEN'S



MY EMPEROR! REPORTS OF A RENEGADE ATTACK ON TIBET CITY!

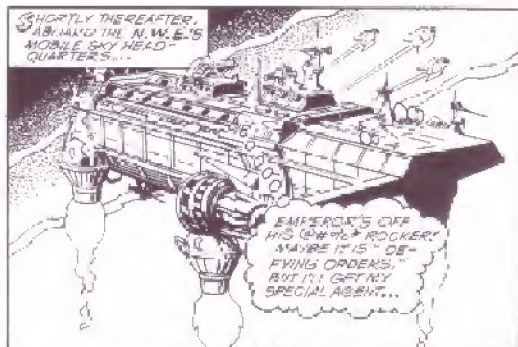
MY EMPEROR! RECONNAISSANCE SHOWS SOME SORT OF "DOOMSDAY DEVICE" LOCATED OFF THE ZEALAND ATOLLS! AND WE HAVE NO IDEAS!

PHOTOS OF HORRIBLE MUTANTS!



YOU CAN BIT ON YER THROAT AN' LAW ALL DAY LONG, YEA' HONNEDS! BUT THERE'S A STORM COMIN' AN' SOMEBODY'S GUNTA CLOSE THE SHUTTERS!

PATIENCE AND FAITH WILL SEE US THROUGH, GENTLEMAN! DON'T DRY YOUR EMPEROR!



SHORTLY THEREAFTER, ABOARD THE N.W.E.'S MOBILE SKY HEAD QUARTERS...

EMPEROR'S OFF HIS GUN! "ROCKERY" MAINE IT IS "DEFENDING ORDERS," BUT IT'S GREAT! SPECIAL AGENT...



GENERAL! MORE INTELLIGENCE ON THOSE...

... MUTANTS SPOTTED OFF THE COAST OF...

ZEALAND REPORTS MORE ACTIVITY IN...

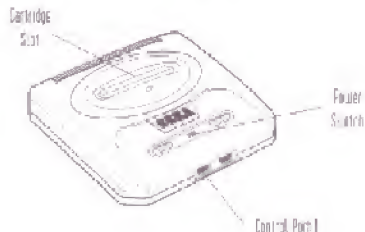
... CAUSE I DON'T NEED BLASTED SECURITY GUARDS TO TELL ME THERE'S A CONSPIRACY HERE, BECAUSE IT'S LED BY...



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STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Plug a control pad into Control Port 1.
4. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. When the Title screen appears, press **Start** on the control pad to witness Sketch plunging into the pages of his own comic!

IMPORTANT —

Always turn the power switch OFF before inserting or removing the game cartridge.

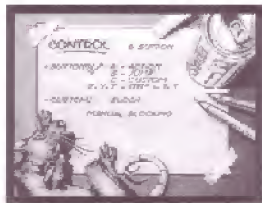
OPTIONS

1. At the Title screen, use the **D-Pad** to highlight **Options** and then press **Start**.
2. Highlight a category on the Options screen and press **Start**.
3. Use the **D-Pad** to highlight different options and move through their settings.



CONTROL

- Configure the **Action**, **Jump** and **Select/Custom** buttons.
- Assign a Custom Move (**BLOCK** or any of the **SPECIAL MOVES**) when using a Sega 6-Button Arcade Pad™.



NOTE —

BLOCK is the default Custom Move. If you assign a different Custom Move, Sketch will block automatically during fights.

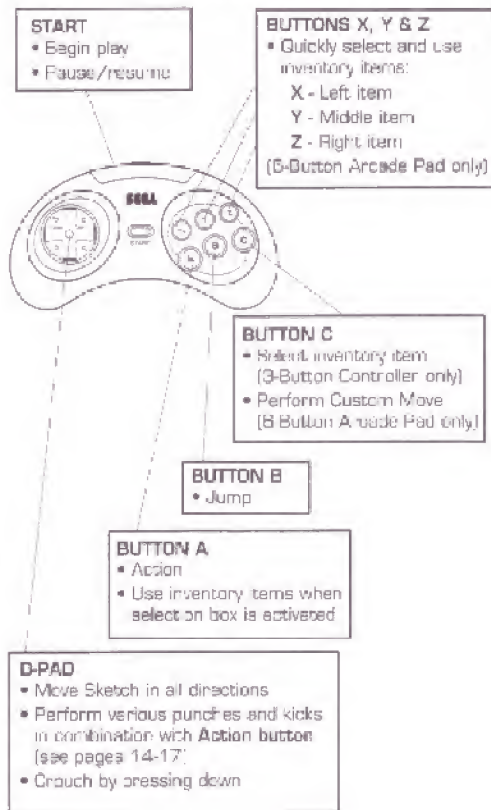
JUKEBOX

- Listen to your favorite Comic Zone tunes.

EXIT

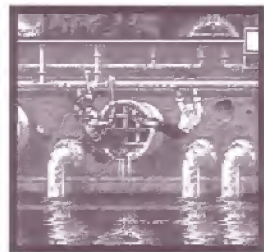
- Return to the Title screen.

PLAY CONTROLS



BASIC MOVES

- Pick up objects by moving Sketch over them and pressing the **D-Pad** down
- Push objects by standing next to them and pressing the **D-Pad** left or right.
- Jump and hang by pressing the **Jump button** under a pipe, ledge or other hand-hold.
- Move while hanging by pressing the **D-Pad** left or right.
- Kick while hanging by pressing the **Action button** + **D-Pad**.
- Pull levers by getting within arm's reach and pressing the **Action button**.
- When using a 3-button controller, press the **Custom button** to highlight inventory items, and press the **Action button** to use them.



NOTE —

Sketch's moves are the same with either a 6-Button Arcade Pad or 3-button controller.

FIGHTING MODES

Here are the real Mutant-mashing attacks that you (and Sketch!) must master to escape the Comix Zone. Remember . . .

- **Action button** attacks change with the position of the **D-Pad**.
- Press the **D-Pad** either **before** or **at the same time** as the **Action button** to perform many of the moves.
- Tap the **Action button** rapidly for one of the three **Serial Attacks**. Enemies may attempt to block, but as soon as you get in three valid hits, you'll finish them off with a special move!
- You can fool most enemies with **Combination Moves**. Enemies cannot block rapidly alternating attacks! So, hit 'em once, then quickly pound 'em again with a different move.
- Experiment to find deadly special moves.

NOTES —

- All button combinations show attacks to the **RIGHT**. Reverse the **D-Pad** direction for attacks to the **LEFT**.
- Button combinations use the default **Button A** as the **Action button**. You can reconfigure the button controls on the Options screen. (See page 11.)
- Serial and Combination Attacks only work during battles with humanoid enemies.

Serial Double Punch



Good ol' fashioned straight punches are the best shots of any street fighter, in the comics or out. Fire off a sequence of these, manage three valid hits and Sketch finishes up with a scissor kick!

Serial High Kick-Tornado



A jaw-shattering single kick turns into a tornado of spin kicks with multiple button taps. Slam the enemy three times for a whirlwind finish!

Serial Low Kick



This low attack finishes with a furious wheel kick with rapid button taps.

Uppercut



Send 'em from the floor to the moon with this shot.



Floor Sweep



Hit 'em as low as you can get!

Back Kick/Turn Around



Tremendously satisfying when you're sandwiched between two enemies. Or, jump over an enemy and kick him **before** he turns around!

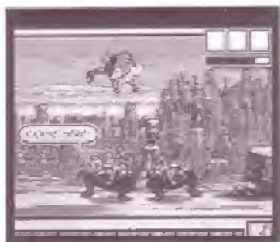
Whirlwind Jump Kick



Get maximum air for a nasty whirlwind kick.



Somersault Leap Forward



Great for attacks, retreats and getting high!

Flying Dragon Kick



Never under-estimate this kung-fu classic!

Grab-A-Mutant

Get in their face close . . .



. . . to scissor kick 'em, or . . .

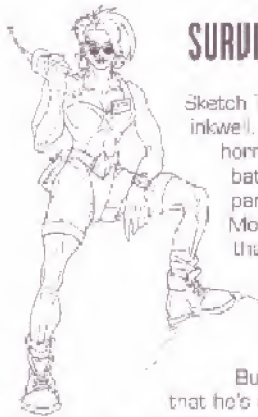


. . . to toss 'em.

Roll



An excellent way to dodge some attacks



SURVIVE COMIX ZONE!

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every pane of the strip. If Mortus destroys Sketch, that megalomaniac Mutant will become real . . . and Earth will be doomed to his rule!

But there is hope. Now that he's a comic book superhero, Sketch can kick some serious

butt. Instantly, Sketch can fight like a one-man mercenary platoon!

PLUS! Sketch's pet rat, Roudki I has morphed into a killer attack rodent. Sketch can sic him on the Mortus Mutants and know there will always be shocking developments.

AND! Alissa Cyan is backing Sketch with constant situation reports and battle advice. Does Mortus have plans for her, too?

Comix Zone has three Episodes. Each Episode is two comic-book pages long, packed with many panels of action. Each panel contains a peril, puzzle or obstacle that Sketch must master.

Can Sketch make it to the end of the book? Can he defeat Mortus and come back to the real world? The future is in your hands . . .

THE SCREEN



HEALTH METER

This shows how much life Sketch has left. When the green bar runs out and a red alert appears, better have some Ice Tea ready.

HEALTH TIP —

Sketch depletes some of his health when performing special moves or hitting solid objects. So think smart. Don't waste energy when you can use your brain (or explosives!) to do the dirty work.

INVENTORY

Holds your power-up items. You can carry up to three inventory items at a time. (See page 20.)

ATTACK ARROW

A flashing arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes. Take your chances!

INVENTORY ITEMS

Look for these life-saving items in every panel during Sketch's travels through the Cornix Zone. Pick up as many as you can! To pick up an item, stand over it and press the D-Pad down.



ROADKILL

This is Sketch's pet rat. His tail got electrified during the warp, so let him use his new-found ability to your advantage . . . ZZZAP 'em! Don't forget, Roadkill has a good sense of smell — he can often sniff out hidden goods!



ICE TEA

A swallow of this refreshing drink will partially restore a depleted health meter. Save some for bad times!



SUPERHERO

This fist turns Sketch into a page-ripping superhero!! Use it when the going gets tough.



KNIFE

A good old-fashioned long-range weapon. Great for turning switches and setting off explosives at a distance.



GRENADE

Some hard-to-reach bozo giving you a hard time? Throw him one of these and watch the fireworks!



BOMB

Danger — high explosives! A dynamite weapon that blasts whatever's nearby . . . including Sketch!

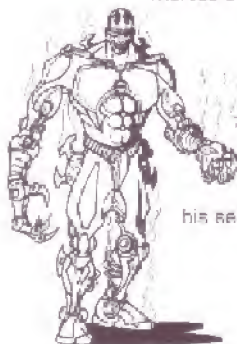


SURPRISE

Pick up the "?" and you could get any of the other powerups, or . . . KABOOM! So, don't touch these if your health is low!

MUTANT HIT LIST

Behold your enemies! They sting, bite, shock and hit like a freight train. When you destroy them, Mortus draws more.



Gravis the Bully

This android brute only appears to be dumb and slow. Watch out for his ventral attacks . . .

Strigil the Assassin

These shadow assassins have a deadly way with crowbars . . .

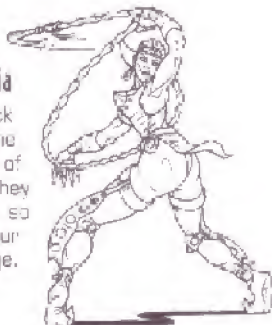


Spawn Mutant

The Mutant's true form? Don't try to grab him or you'll find out!

Mongoria

These super quick tentons may be the worst threat, short of Mortus himself. They hate each other . . . so play that to your advantage.



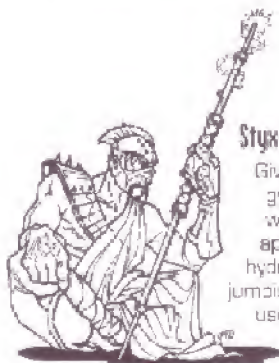
Cocoon Crawler

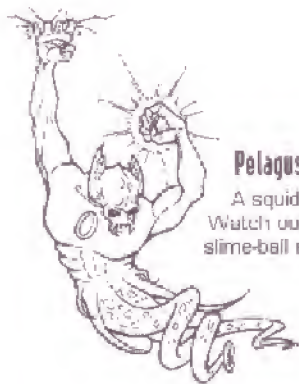
Intended as a food source for newborn Mutants, these creatures will sting, no matter who you are!



Styx the Monk

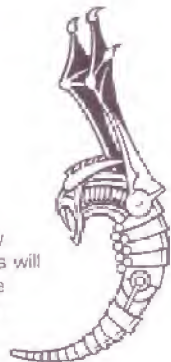
Gives an entertaining gymnastics show with a tearing you apart from atop his hydraulic staff. Your jumping skill will prove useful here!





Pelagus

A squid? A man? The devil?
Watch out for his bouncing
slime-ball and spring attacks!



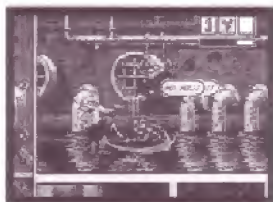
Flying Creature

Not very tough — a few
jump kicks or uppercuts will
do. But beware — these
creatures are part of a
larger being . . .

EPISODES

Night of the Living Mutants

The sewers are
alive with Mutants,
traps and dead
ends. They're
guarding the place
with their lives . . . Why?? Learn the ropes



Welcome to the Temple — Not!

Fight for your life,
while a screaming
crowd calls for your
head. Is this a
training ground for
the syndicate?



Curse of the Dead Ships

This wreckage
graveyard holds a
deadly secret.
Does the story end
here???



CREDITS

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Howard Drossin

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Fel Cheng - Styx the Monk
Sue Ortlip - Mangoria

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ASSOCIATE PRODUCER

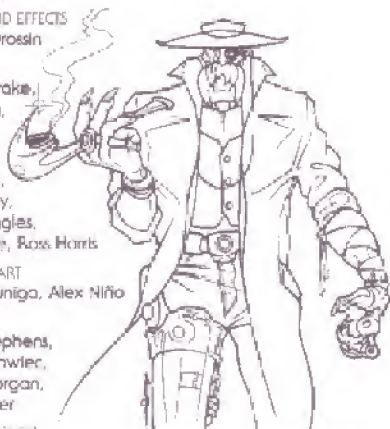
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Rob Pridoux, Joe Breron,
Tony Lynch, Jeff Junis,
Janine Cook, Rey Aiferez

MANUAL

Nell & Carol Ann Hanshaw
Peter Marawiec

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Sue Ortlip, Shari Hockaday, Deborah Costa,
Paul Sears, Terry Tong, John Duggan,
Sreg Hedlund, Tim Gedemer
and "The House" for the best lamb in town



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

AtariGuide



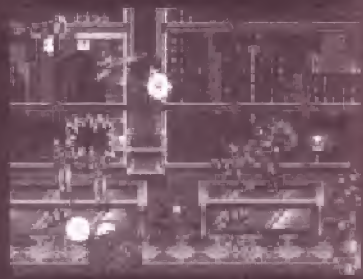
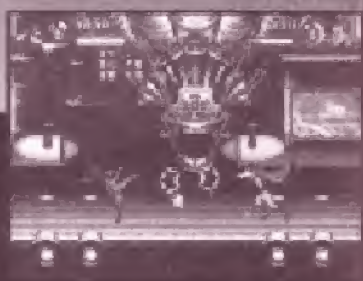
the adventures of BATMAN & ROBIN™

From the award winning animated TV series comes the most action-packed **Batman** adventure yet! **The Dark Knight** returns with **Robin** to battle the forces of evil. But wait....the iceman cometh!!! **Mr. Freeze** is about to unleash his super-powered ice cannon and has teamed up with the most notorious criminals to help him turn **Gotham City** into a diabolical winter wonderland!

Revolutionary animation and special effects including incredible scaling and rotation using Sega's new 3-D sprite driver!

*Nerve-shattering action leaves you begging for more as the **Dynamic Duo** battle **The Joker, Mad Hatter, Two-Face** and **Mr. Freeze.***

*Go it alone, or bring along a **2nd player** and turn up the heat in this non-stop Batman adventure!!!*



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KIDS TO ADULTS



AGES 6+